INSTRUCTION MANUAL

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PS2
1396

ALL-STAR BASEBALL™ 2002

MLB PLAYERS CHOICE
COOPERSTOWN COLLECTION
NATIONAL BASEBALL HALL OF FAME

Acclaim® SPORTS™

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-50218

1 or 2 Players • Memory Card (8MB) (for PlayStation2): 1513KB minimum • Multitap (for PlayStation2) adaptable: 1-4 Players
Analog Control Compatible: analog sticks only • Vibration Function Compatible

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LOADING

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.

2. Make sure the **MAIN POWER** switch (located on the back of the console) is turned on.

3. Press the **/RESET button**. When the indicator lights up, press the **(open) button** and the disc tray will open.

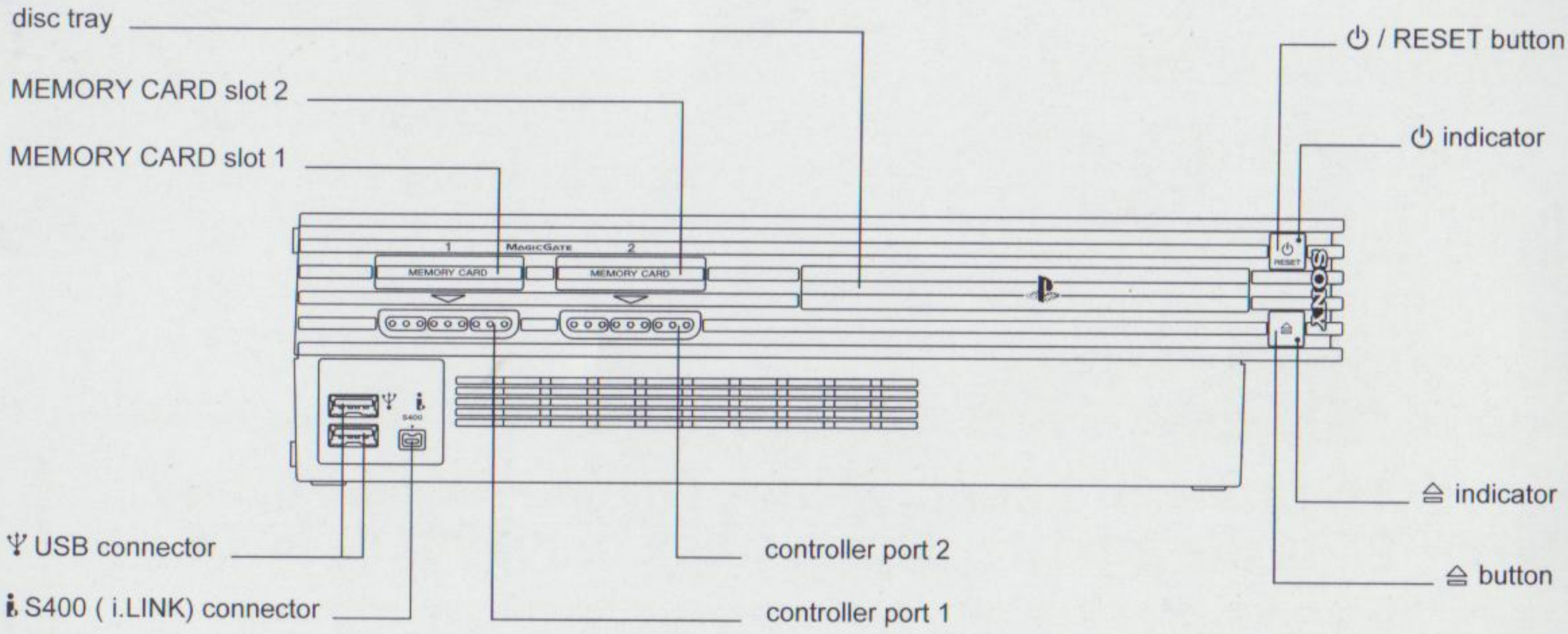
4. Place the **ALL-STAR BASEBALL™ 2002** disc on the disc tray with the label side facing up. Press the **(open) button** again and the disc tray will close.

5. Attach game controllers and other accessories, as appropriate. If you wish to save your game, insert a **Memory Card (8MB) (for PlayStation2)** (sold separately) into **MEMORY CARD Slot 1**. It is advised that you do not insert or remove accessories or memory card (8MB) (for PlayStation2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation2) before commencing play.

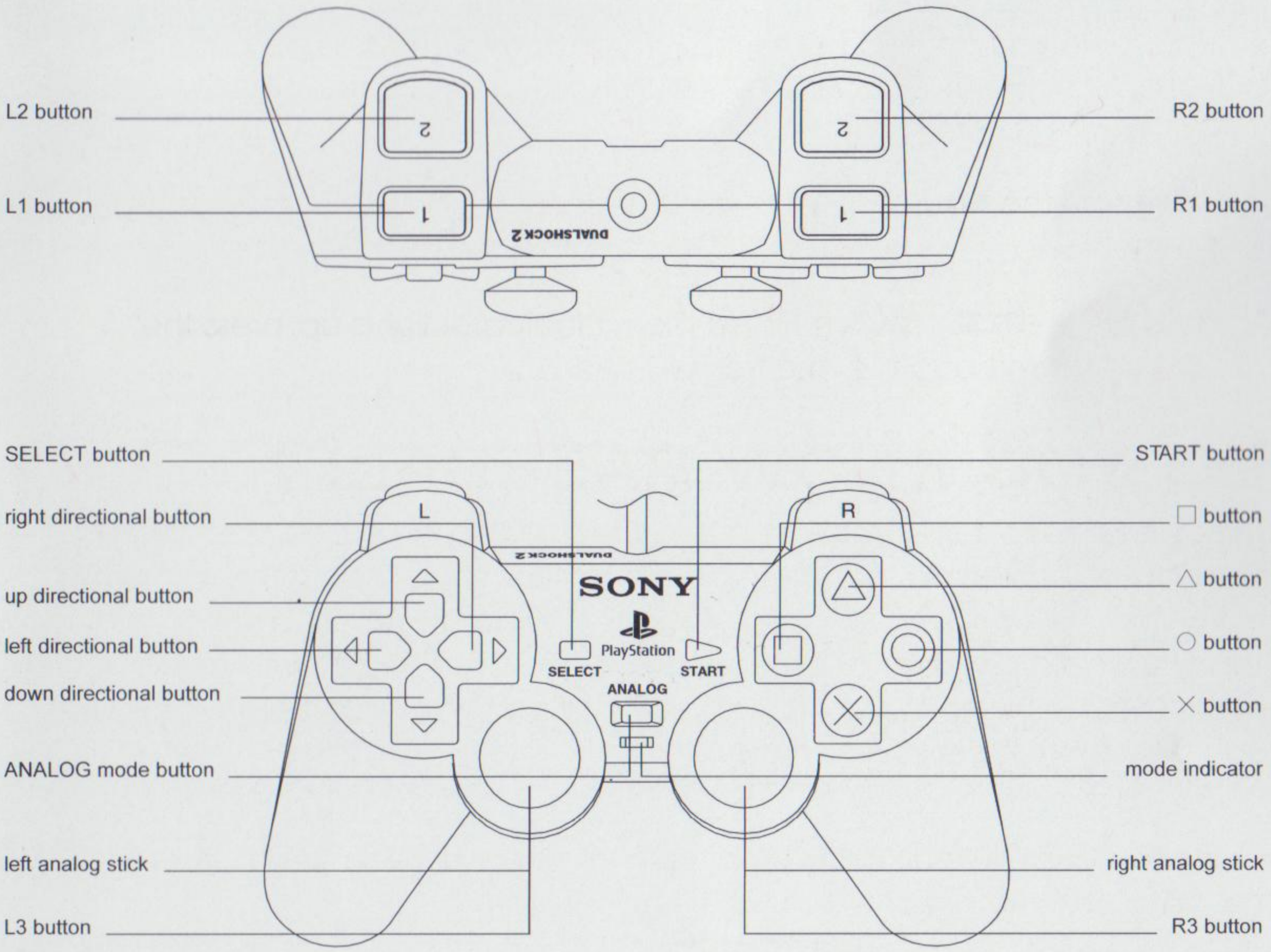
Follow on-screen instructions and refer to this manual for information on using the software.

Note: ALL-STAR BASEBALL™ 2002 is for up to 4 players. When using a Multitap (for PlayStation®2) please insert the controllers sequentially from controller port 1-A, controller port 1-B, etc.

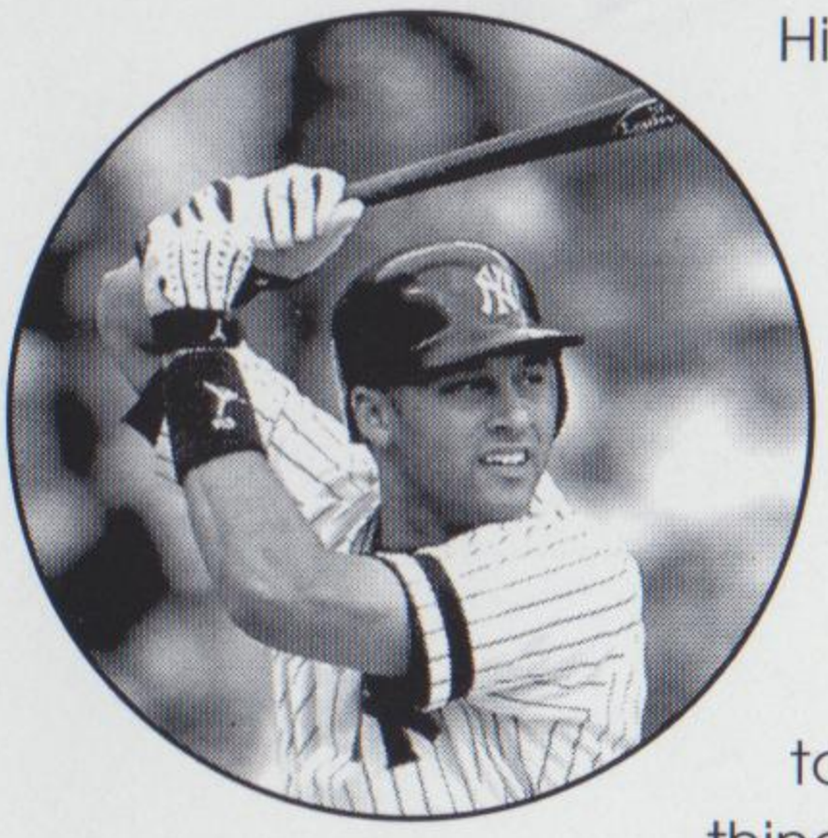
PlayStation®2 [front panel]



Analog Controller (DUALSHOCK®2)



INTRODUCTION



Hi baseball fans. Welcome to **All-Star Baseball™ 2002**. This game has everything you love about baseball without leaving your home. We're talking incredibly realistic stadiums, stats and player motions, including the actual batting stances and pitching deliveries of today's top players. Or you can even play with the greats of yesterday, players like Mr. October, Reggie Jackson and Nolan Ryan. Match that with great controls and tons of management options and you've got everything you need to take your favorite team all the way.

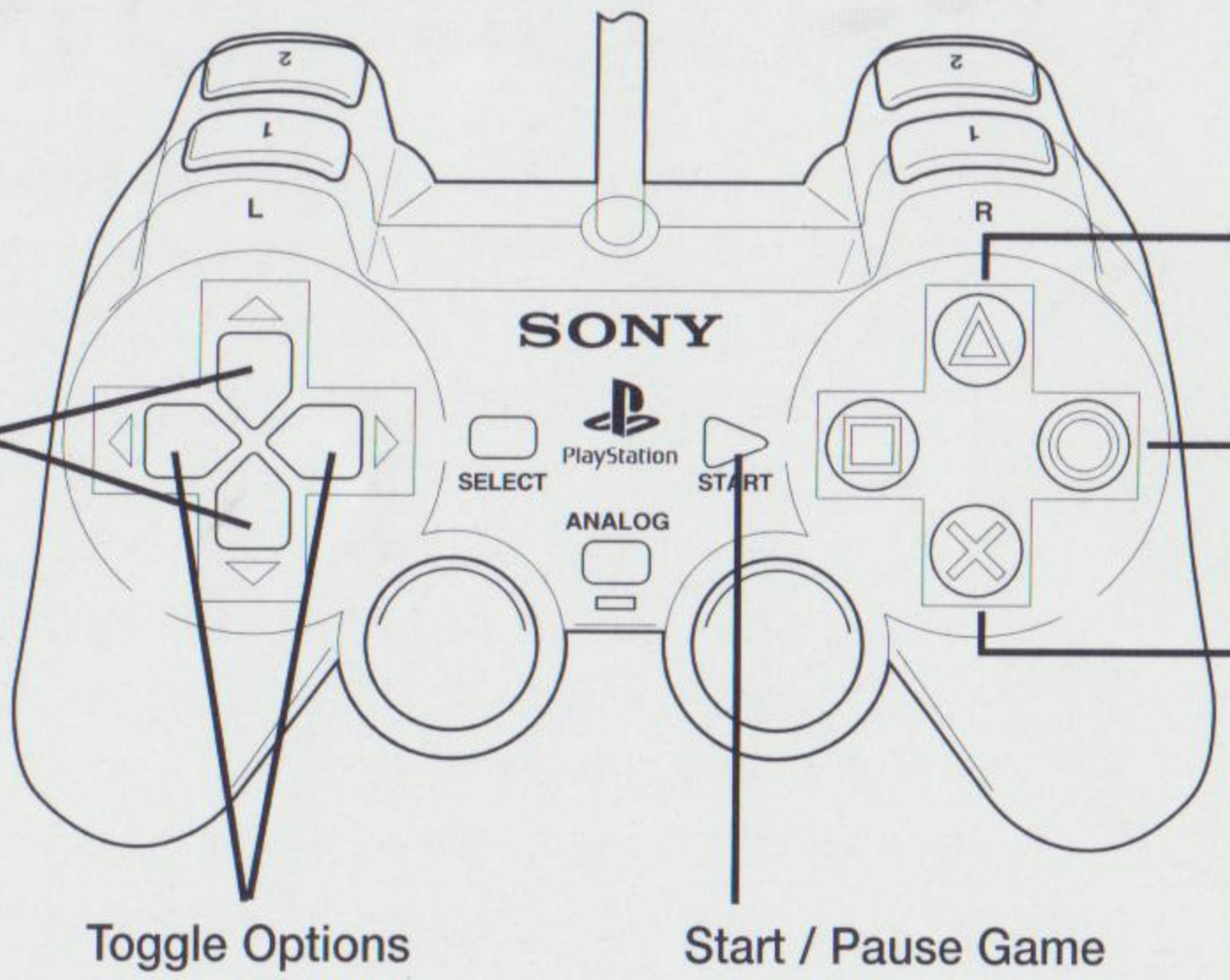
And there are plenty of modes to play, too, so whether you like the challenge of a full season, a simple head to head Exhibition game, the thrills of the Series or midseason contests like the Home Run Derby™ and All-Star Game, there's always a mode to suit your mood. You even sharpen up your hitting technique with some Batting Practice.

One of my favorite features in **All-Star Baseball™ 2002** is the Create a Player mode. You can build a full franchise of superstars and watch them run wild through any game mode. The action is intense, the details are immense and now it's up to you to bring home the ring—swing for the fences!

DO YOU KNOW BASEBALL?

Throughout this booklet, reference is made to common baseball terms and situations. It is assumed that the reader is familiar enough with the game that this will not present any difficulties. If you find yourself puzzled, a visit to your local library will yield a wealth of baseball information. You might also wish to visit the Major League Baseball site on the web at **http://www.mlb.com** where you can view rules, statistics and more.

MENU NAVIGATION

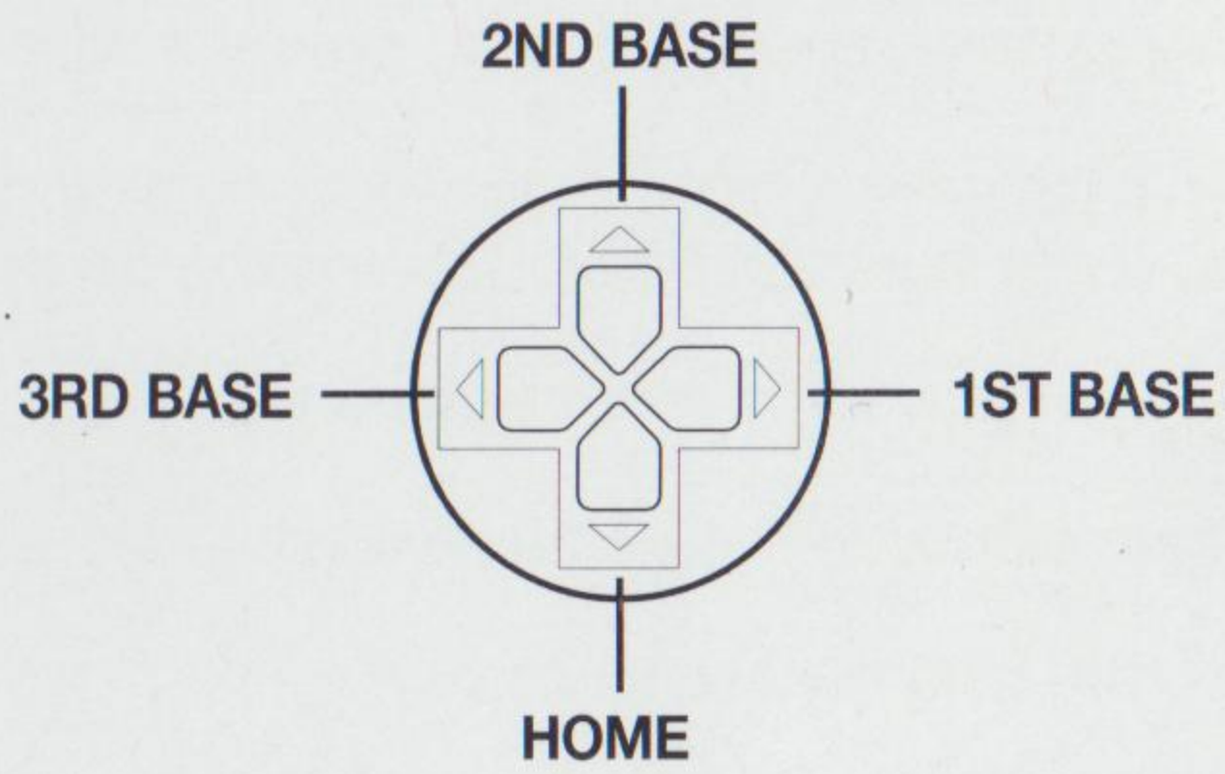


CONTROLS

BASE CONTROL BASICS

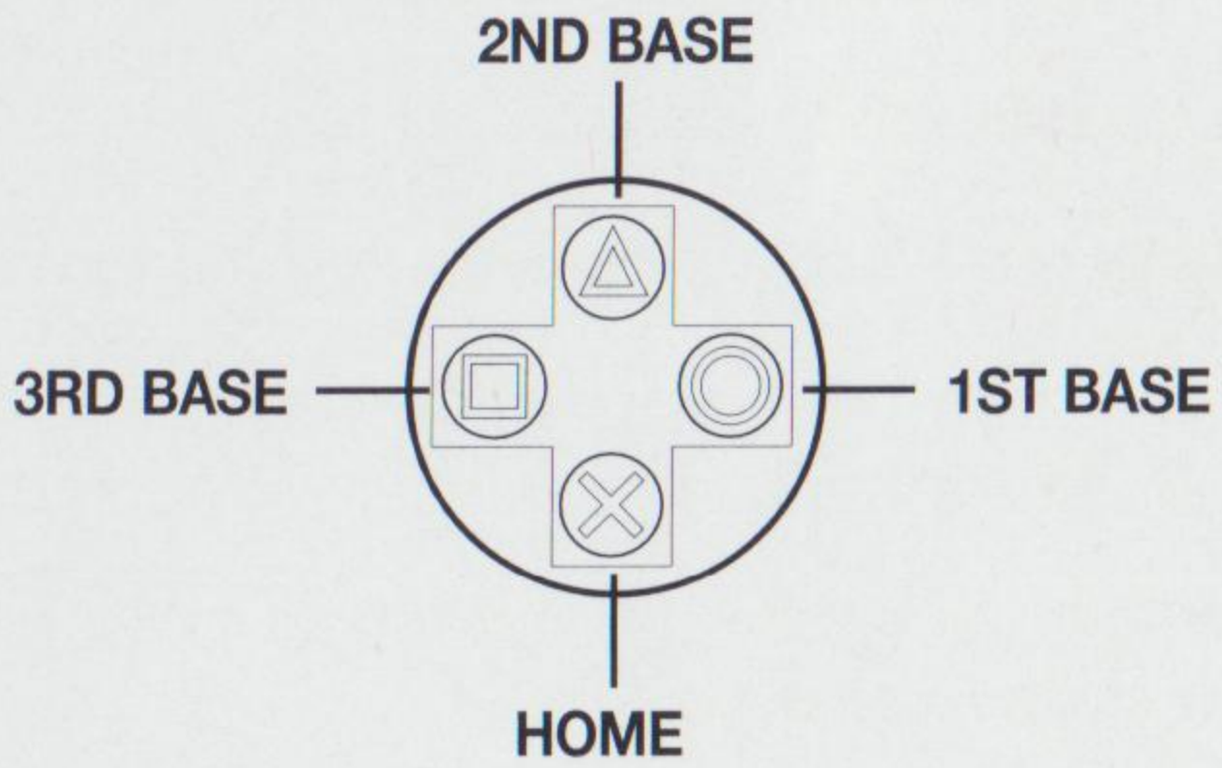
AT BAT

When base running, each base matches a direction of the **directional buttons**. To move a base runner to or from a base, you press the proper control and the direction of the base the runner currently occupies.



IN THE FIELD

When fielding, each action (symbol) button matches a current or future throw to a base. These are the base equivalents when fielding:



PITCH SELECT

Each hurler's pitch types appear on-screen next to a control graphic. Pitch types vary with each pitcher, as do controls. For example, the △ **button** might be a slider for one pitcher, or a knuckleball for a different player who doesn't throw a slider.

Locating pitches: Press the **left analog stick** or the **directional buttons** to move the pitch target to the desired location.

Positioning fielders: Pressing the **L1 button** will cycle through **infield** positioning options:

1. *Normal*

2. *In* – all infielders play on the edge of the infield grass.

3. *Deep* – all infielders back up to the edge of the outfield grass.

4. *Corners* – 3B & 1B play in to anticipate a bunt.

5. *Lines* – 3B & 1B play closer to the foul lines to prevent extra base hits.

6. *DP Depth* – SS & 2B play a few steps deeper and closer to second base, putting them in better position for turning double plays.

7. *Shade L* – all IF move slightly to the third base side.

8. *Shade R* – all IF move slightly to the first base side.

9. *Shift L* – more dramatic shift toward third base.

10. *Shift R* – more dramatic shift toward first base.

Pressing the **L2 button** will cycle through **outfield** positioning options:

1. *Normal*

2. *Normal left* – Outfielders shade toward left field.

3. *Normal right* – Outfielders shade toward right field.

4. *Deep* – Outfielders play a few steps back toward the fences.

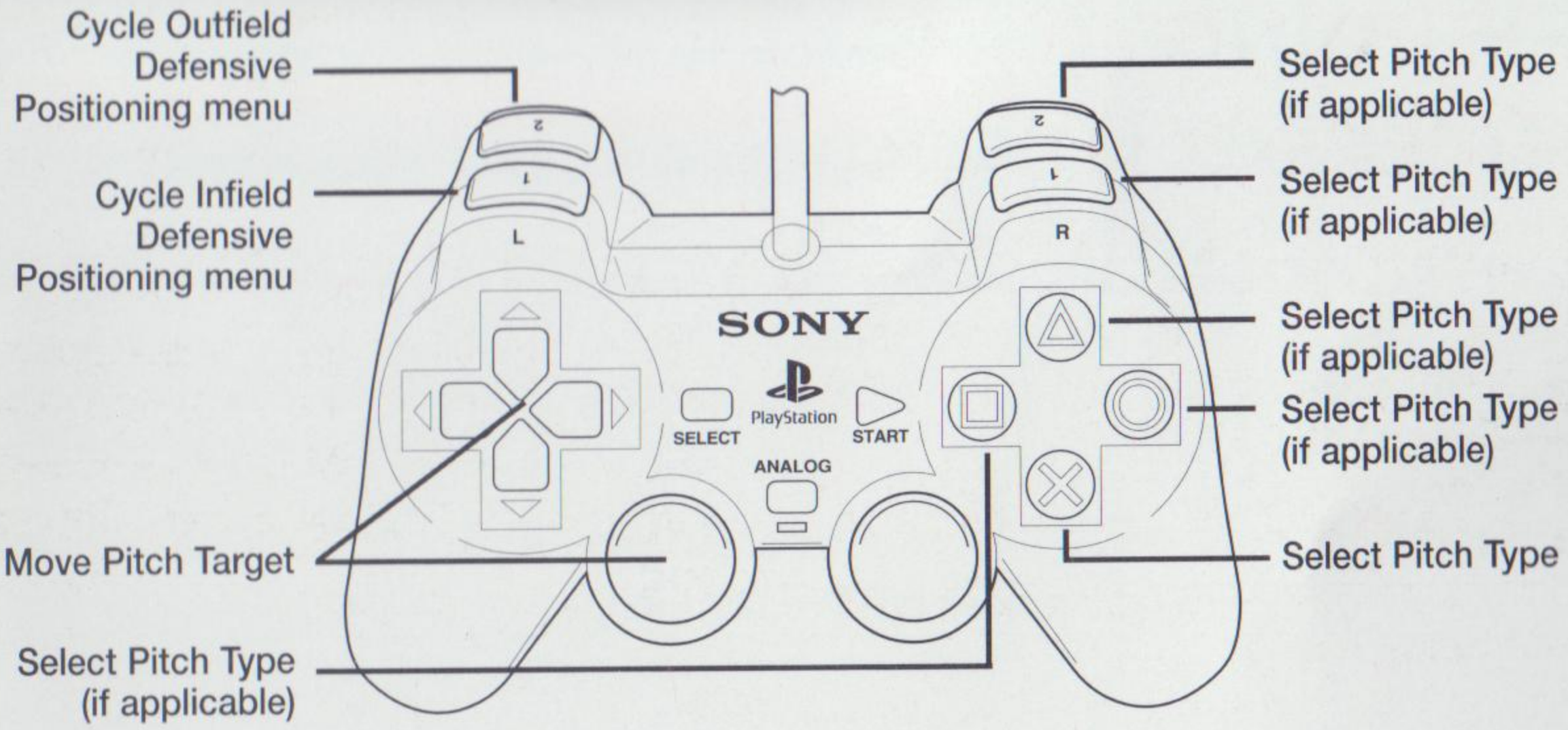
5. *Deep left* – Outfielders play a few steps back toward the fences and move a few steps toward the LF line.

6. *Deep right* – Outfielders play a few steps back toward the fences and move a few steps toward the RF line.

7. *Shallow* – Outfielders play a few steps in.

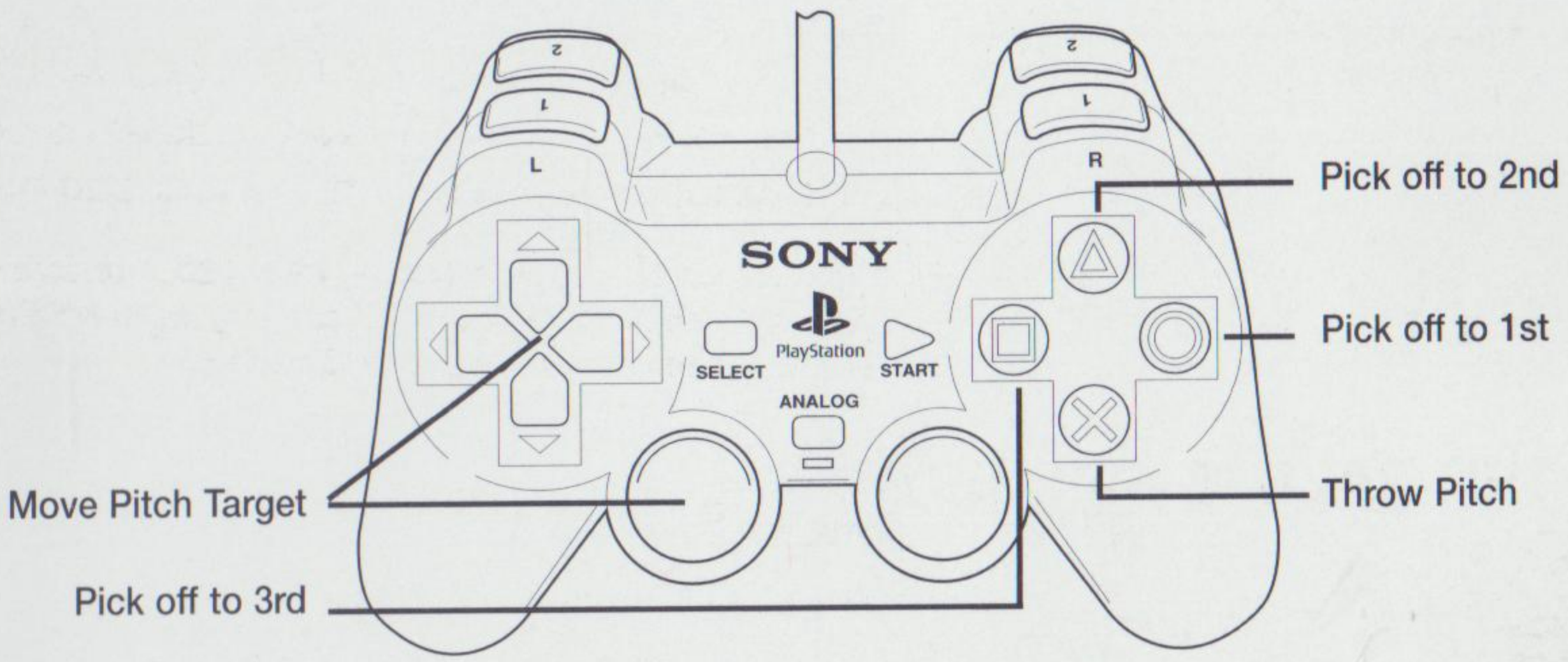
8. *Shallow left* – Shift is more extreme. All OF's move. RF moves toward RCF giving up his line, CF moves 4-5 steps into LCF, LF moves 3-4 steps toward the line.

9. *Shallow right* – Outfielders play a few steps in and move a few steps toward the RF line.

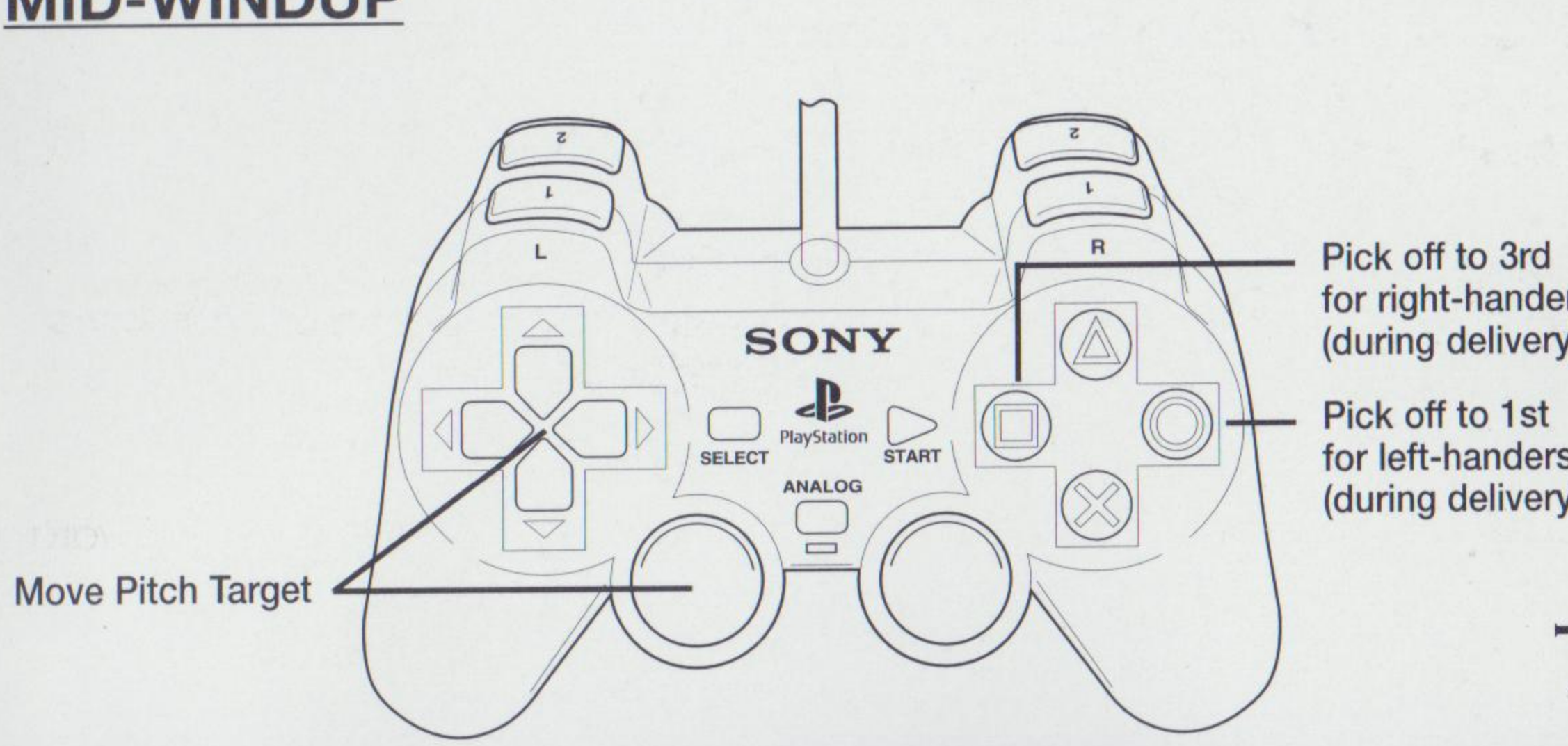


POST-PITCH SELECT

After selecting your pitch type, you can still change the pitch location. In addition, you can either throw the pitch or try a pick off throw to any base but home.



MID-WINDUP

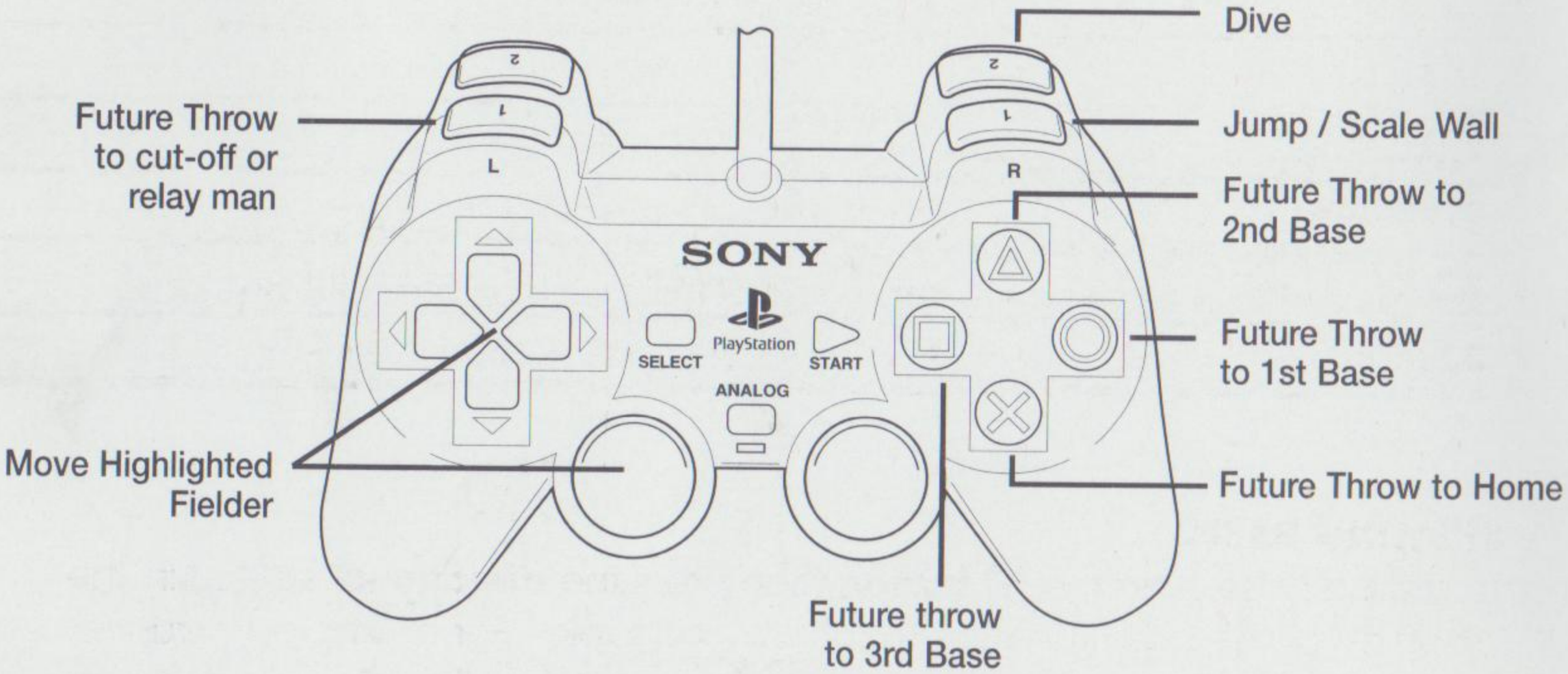


FIELDING

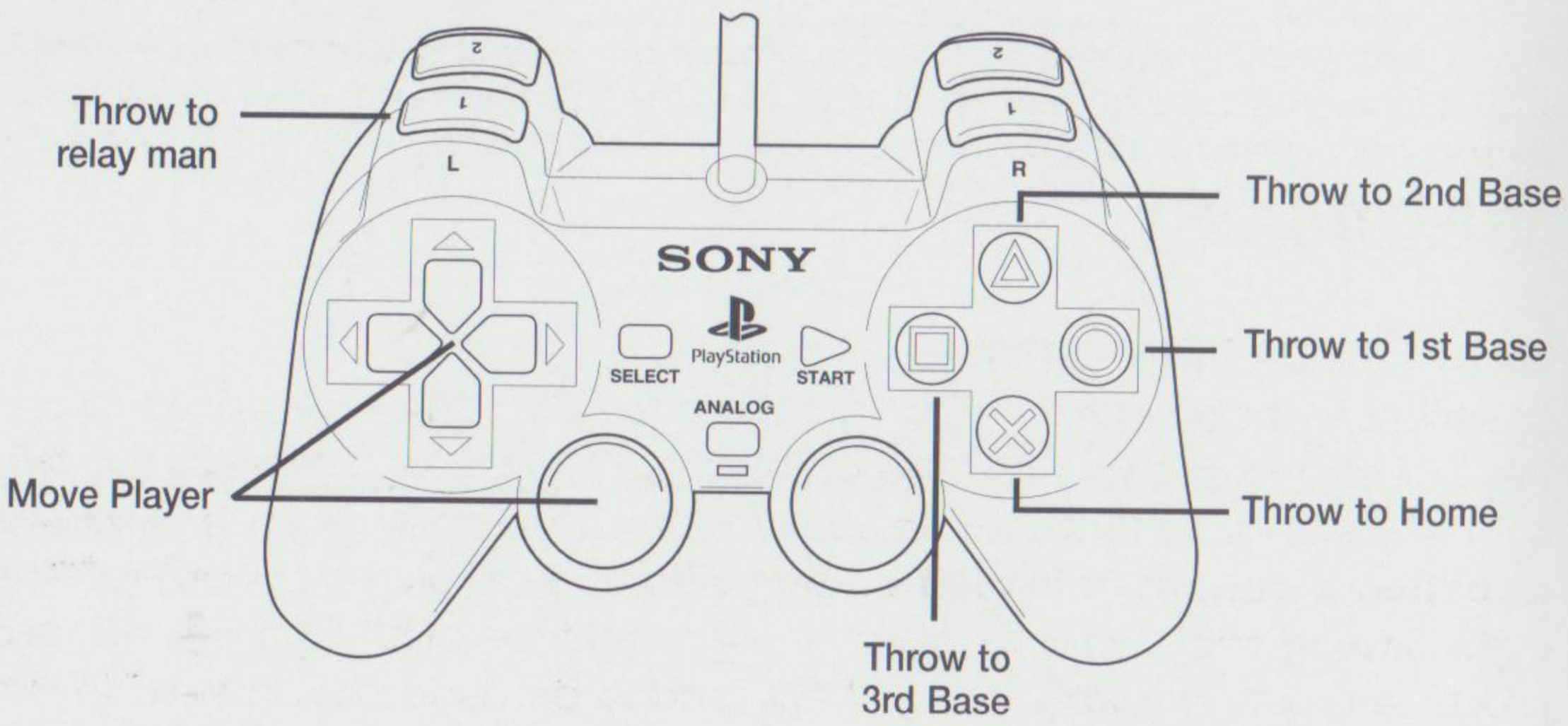
BEFORE BALL IS FIELDED

The spot where a fly ball will land is indicated by a red circle highlight. The currently controlled fielder is indicated by a blue circle highlight (if multiple players are controlling outfielders, there is a different highlight color for each player). If a fielder isn't on screen at any given time, a red arrow indicates the direction of the ball.

To tell that fielder where to throw the ball before he fields it (so he'll immediately throw to that location once he fields the ball), press the associated control (see below).



AFTER BALL IS FIELDED



BATTING & BASE RUNNING

PRE-PITCH SELECT

CONTROL	ACTION
Directional buttons	Move batting cursor/ While △ is held, press base direction to steal
Left analog stick	Move batting cursor
Right analog stick	Tilt batting cursor
▣ button	Toggle contact / power icon
△ button	Steal signal (+ **directional button** in current base direction)
⊗ button	Practice swing
◎ button	Show sacrifice bunt
L1 button	Increase all runners' leads
L2 button	Initiate pitch / location guess
R1 button	Decrease all runners' leads

STEALING BASES

To steal a base, hold the △ **button** then press the **directional button** in the direction of the base the runner currently occupies. For example, if a runner is on first base, hold the △ **button** then press ➡ on the **directional button** to steal second base. On Rookie and Veteran difficulty settings, the runner will wait until the pitch is released before attempting to steal. On All-Star difficulty level, the runner will break as soon as you press the **directional button**. You can hold the △ **button** down, but the runner will not steal until the **directional button** is pressed (the **directional button** highlights the runner).

If you have a runner steal a base that is already occupied, both runners must steal. (Ex.: Runners on 1st and 2nd. When you press the △ button and ➡ on the directional button, both runners will steal. If you press the same controls with runners on 1st and 3rd, only the runner on 1st will go.)

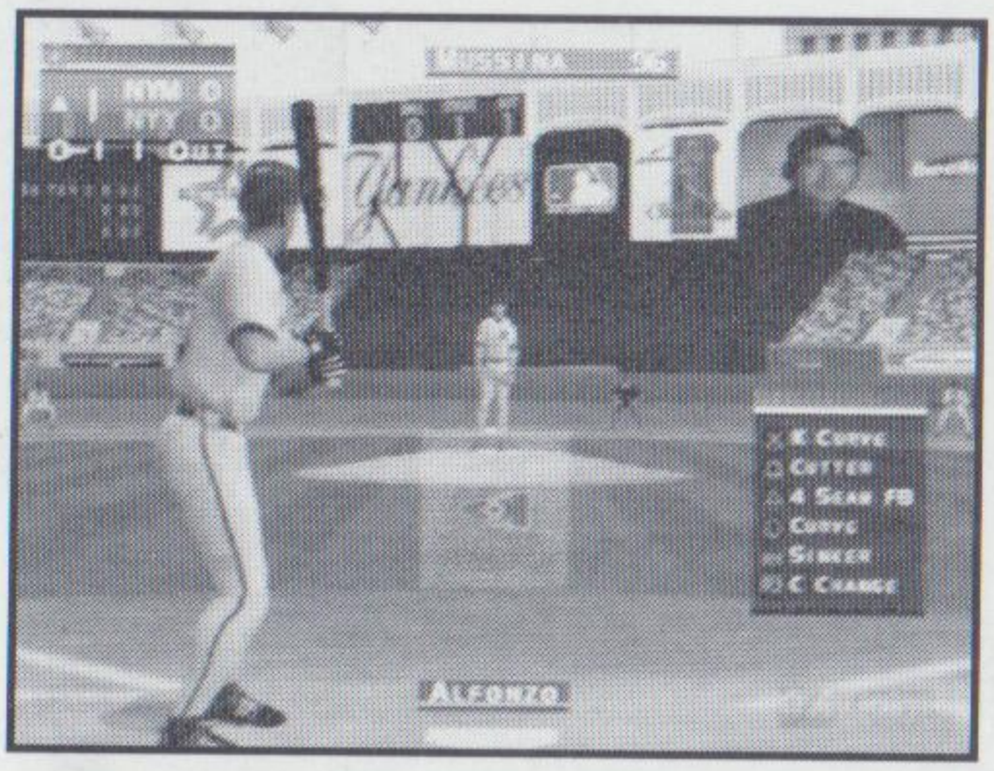
USING THE BATTING CURSOR

The triangle-shaped batting cursor is there to help you get good wood on the ball and to aim your hits. The wide part of the cursor represents the sweet spot of your bat, so that's where you want to make contact. Press either the **directional buttons** or the **left analog stick** to position the cursor. Press the **right analog stick** to tilt the cursor to alter the type of hit. Tilting ⬇ will tend to produce grounders, while tilting ⬆ will tend to produce balls in the air. Tilt the cursor ⬅ to hit the ball to the left side and ➡ to hit it to the right side.

PITCH / LOCATION GUESS

You can try to guess the pitch type and location before every pitch. Correctly guessing the pitch type effects the size of the contact area; guessing the location effects the size of the power area. There are eight possible location guesses. Guessing a specific location will have more of an effect on the hitter's icon than guessing a general location.

CONTROL	ACTION
Directional buttons	Select Location
□ button	Select corresponding pitch type
△ button	Select corresponding pitch type
⊗ button	Select corresponding pitch type
○ button	Select corresponding pitch type
L2 button	When released, pitch / location guess mode is deactivated
R1 button	Select corresponding pitch type
R2 button	Select corresponding pitch type



CONTROL	ACTION
↑	guess High
↑ + →	guess Up & Away
→	guess Outside
↓ + →	guess Low & Away
↓	guess Low
↓ + ←	guess Down & In
←	guess Inside
↑ + ←	guess Up & In

POST-PITCH SELECT / MID-WINDUP

CONTROL	ACTION
Directional buttons	Move batting cursor / Combine with the △ **button** to signal steal (runner automatically steals)
Left analog stick	Move batting cursor
Right analog stick	Tilt batting cursor
□ button	Toggle contact / power icon
△ button	Steal signal (+ base direction)
⊗ button	Swing
○ button	Drag bunt
L1 button	Increase all runners' leads
R1 button	Decrease all runners' leads

Note: There are two types of bunts in the game: sacrifice bunts and drag bunts. Sacrifice bunts are shown before the pitch is delivered. To perform a sacrifice bunt, the chance of success is based on the hitter's bunt rating. Drag bunts are timed and aimed like a swing. You must move the cursor (left analog stick) in conjunction with the bunt button (◉ button) to perform a drag bunt.

BALL IN PLAY

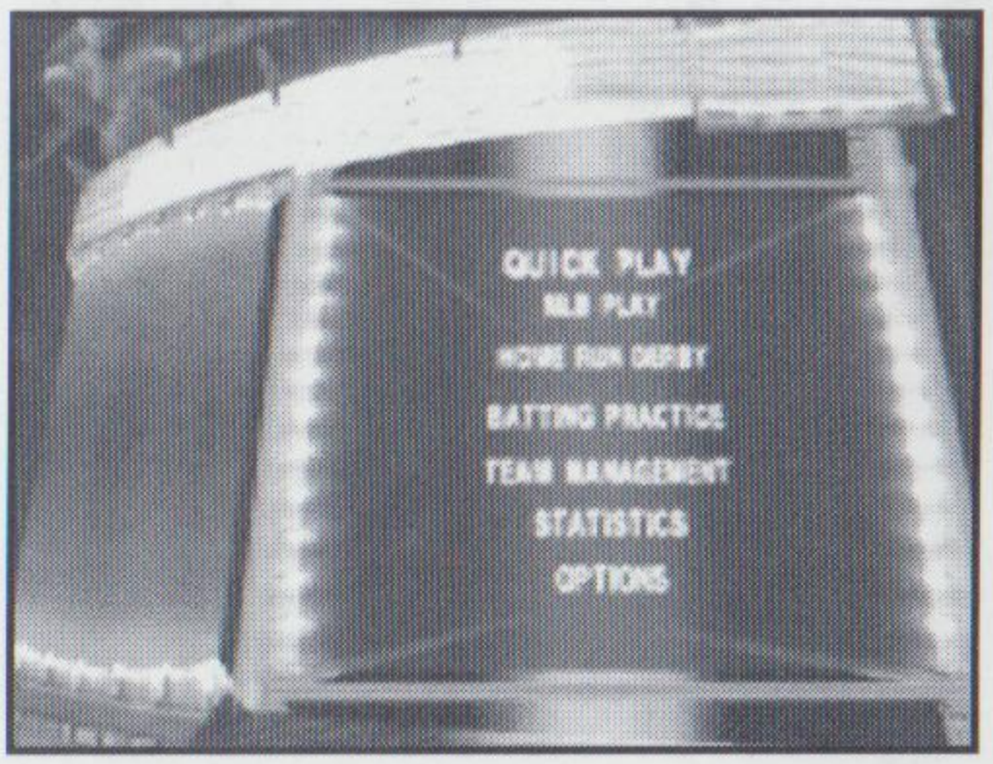
CONTROL	ACTION
Directional buttons	Indicate base for individual runner select
△ button	Advance single runner when combined with **directional button** direction
◎ button	Return single runner when combined with **directional button** direction
L1 button	Advance all runners
L2 button	Stop all runners
R1 button	Return all runners

GETTING STARTED

At the Title Screen, press the START **button**. You will come to the Main Menu.

MAIN MENU

The main menu is where you make these important selections. Each item is explained in detail further on.



Quick Play Get right onto the diamond for a single game with computer selected teams.

MLB™ Play Choose Exhibition play, an All-Star Game, start a New Season or Continue Season play from where you left off, or start a New Series.

Home Run Derby Try your swatting skills with and against the best sluggers.

Batting Practice Tune up your timber with some batting practice.

Team Management Enter Team Management for all your trading and lineup activities.

Statistics View comprehensive game and season stats for players and teams.

Options Adjust game and other option settings to your liking.

Before we get into the various game modes and other items on the main menu, let's take a look at the main options.

OPTIONS

GAME OPTIONS

Note that some weather-related options are not available in domed/ enclosed stadiums. Game Options are only available in Quick Play, Exhibition and All-Star Game play. You can access this menu by pressing **L1 button** on the Controller and Difficulty setting screen.

Stadium Select any major league stadium to play in.

Game Time Choose to have a Day, Night or Twilight game start time.

Weather Play with Rain, Snow or No Precipitation.

Sky Play with Clear, Fair, Overcast or Stormy.

Vibration If you are playing with an **analog controller (DUALSHOCK2)**, you can choose to play with vibration **ON** or **OFF**.

STATISTICS

This option lets you view your game progress and track team and individual stats through season and series play. Press the ⊗ **button** over a highlighted player to bring up his player card. Move the highlight up to the headings (starting with "player") and then highlight a specific category by using ← or → on the **directional button**. Press the ⊗ **button** to sort by the highlighted statistic.

AUDIO OPTIONS

Adjust these volumes by pressing the → **directional button** to increase volume and the ← **directional button** to decrease volume.

Overall Volume Adjust overall volume level.

Sound FX Adjust sound effects level.

Announcers Adjust announcer volume level.

Crowd Adjust crowd volume level.

Load Settings Load Previously saved audio option settings.

Save Settings Save the current audio option settings.

MEMORY CARD (8MB) (for PlayStation2)
Select this option to access data on your **memory card (8MB) (for PlayStation2)**. You have Load Season, Delete Season, Load Series and Delete Series options.

CREDITS
View the talented team behind **All-Star Baseball™ 2002**.

Note that there are several more options available during a game.

PAUSING THE GAME

You can make a host of adjustments during a game. Available options depend on game mode. Press the START **button** at any time during play to pause the game and bring up the pause options menu.

Play Ball Resume play where you paused it.

Box Score View the current box score.

Manage Bullpen View and adjust your pitching staff (see pg 20 for more details).

Change Lineup Make tactical in-game roster moves such as putting in pinch runners, pinch hitters, changing positions, defensive replacements and double switches.

Game Controls Change which human player controls which baseball player on offense, defense or both.

Controller Select Change which team you wish to control.

Game Options Adjust these in-game play options:

Easy Batting Choose to play with easy batting feature **ON** or **OFF**.

Pitcher's Aid The pitcher's aid is a small white circle icon that shows where the pitch is being aimed. Toggle the pitcher's aid **ON** or **OFF**.

Strike Zone Aid The strike zone aid will display a translucent rectangle matching the strike zone to give you a better idea of whether or not a pitch is a strike (the strike zone aid is an approximate representation of the strike zone. The ball doesn't necessairly have to be completely within the box in order to be called a strike.)

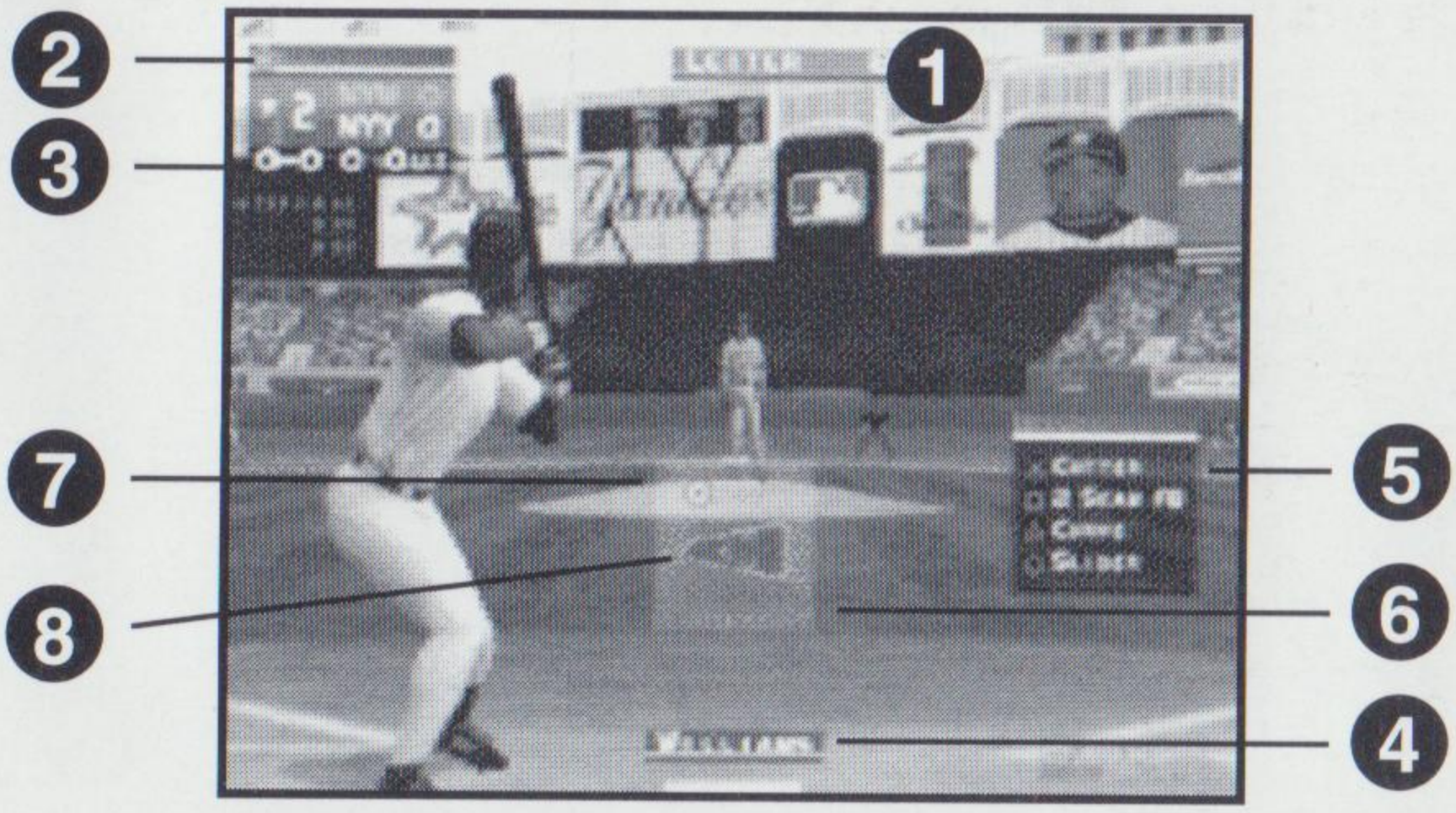
Fielder Control Choose Manual or Auto fielder control. In Manual mode, you have complete control of the fielders. Auto mode takes the worry out of fielding, as the CPU automatically makes the catch and throws the ball.

Defensive Position Choose Manual or Auto defensive positioning.

Leadoff Control Choose Manual or Auto control of the baserunner's leads. In Auto mode, the CPU controls the amount that baserunners lead off base.

Vibration Setting If using an **analog controller (DUALSHOCK2)**, you can turn the vibration function **ON** or **OFF**.

GAME DISPLAY



1 **Pitcher Stamina:** This meter displays the current pitcher's name and stamina percentage level. All pitchers start at 100%. A pitcher loses effectiveness as the meter decreases (some pitchers will decrease more rapidly than others, based on their statistical performance from the 2000 season). A reliefer's stamina will decrease at a faster rate than a starter. As a pitcher tires, he loses accuracy and his breaking pitches tend to flatten out.

2 **Score:** The current inning and each team's score.

3 **Count:** Current numbers of balls, strikes and outs.

4 **Current Batter:** Displays the current batter's name.

5 **Pitch Selector:** Up to six specialty pitches the current pitcher throws (and their controls) appear opposite the batter. Pitches are listed in a counter-clockwise order of overall pitch rank (ability/reliability), running ⊗, □, △, ○, R1, R2 (⊗ is his best pitch, R2 is the least reliable). Press the appropriate control to select a pitch, aim your pitch with the **directional button** or **left analog stick**, then press the ⊗ **button** to throw it.

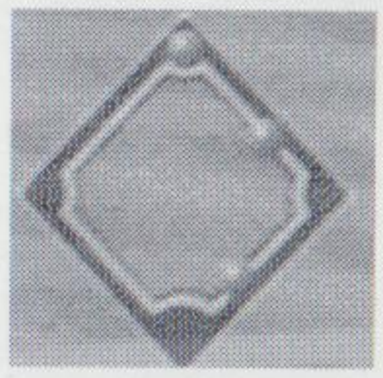
6 **Strike Zone:** This translucent box shows the current batter's strike zone. If you are using an **analog controller (DUALSHOCK2)**, the controller will vibrate when a pitch is aimed outside the strike zone.

The strike zone indicator reflects the rule changes for the 2001 season. The pitch aid must be completely in the strike zone for a strike to be called, though the pitcher may be given borderline calls on occasion.

7 **Pitch Aid:** Shows where the pitch is aimed.

8 **Batting Target:** When at bat, move this target to aim your swing. Swivel the target (by pressing the **right analog stick**) to influence the type of hit and the hit placement.

Field Radar: Circles indicate the position of offensive players. A blue circle indicates a runner on base.



GAME MODES

QUICK PLAY

Can't wait to get out on the field? In a quick play game, the computer selects teams for a one game contest. It's fun, it's fast, it's fantastic. After selecting Quick play, you'll go directly to the Controller Select screen. All you have to do is choose your difficulty setting and which team you want to control (see Controller and Difficulty Selection under Exhibition mode for details).

MLB™ PLAY

MLB™ Play is where you choose to play an Exhibition game, an All-Star Game, to guide a team through an entire major league Season, from opening day all the way through the playoffs and the championships or jump right into a seven game Series. Let's take a look at each mode.

EXHIBITION

Exhibition mode is a one game contest between any two teams. Exhibition games do not count in the standings, and cannot be saved. Exhibition games are a great way to get a feel for the game and get used to the controls. It's also useful for "auditioning" various teams and players on the field before getting into a full season or making GM decisions in Team Management.

Team Selection

In Exhibition mode, you select two teams to compete. Each team is rated in several performance categories. Press ⬆ or ⬇ on the **directional buttons** to cycle through National and American League teams. Press ⬅ or ➡ **directional buttons** to toggle between leagues.

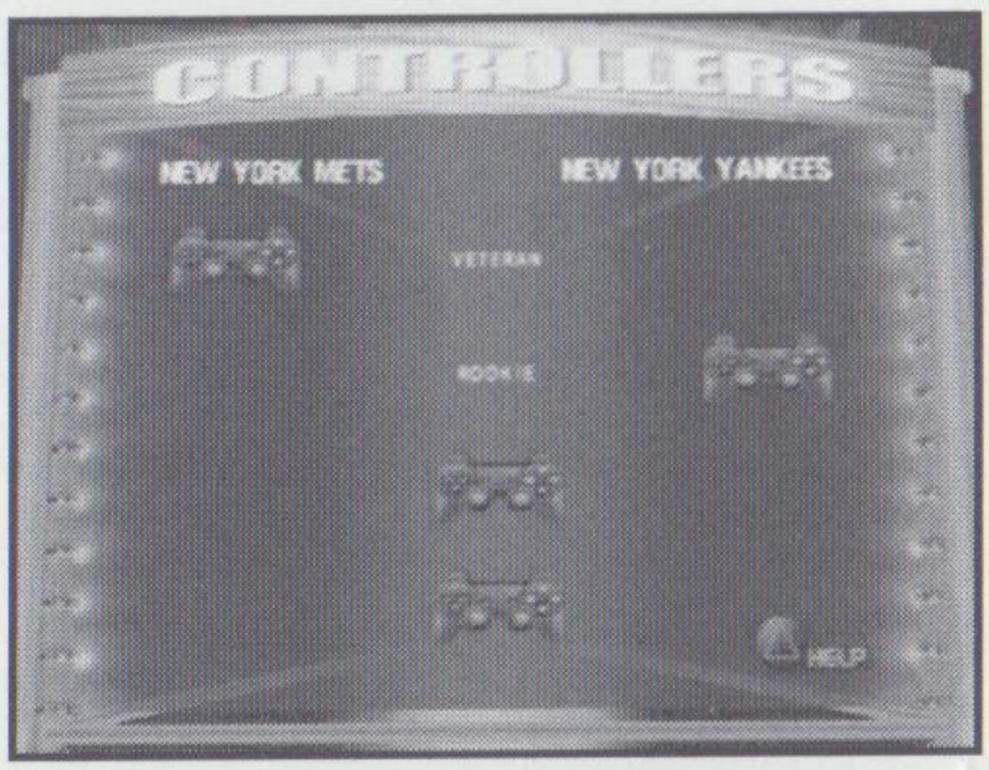
Teams can play in **standard**, **alternate** or **"throwback" uniforms**. Press the **L1 button** to toggle uniforms for the current team at the left of the screen. Press the **R1 button** to do so for the team on the right.

Player 1 chooses first. If playing a 1 Player game, Player 1 chooses both teams.

Team Ratings will change slightly based on the primary starting pitcher handedness.

Controller and Difficulty Selection

To choose which team you wish to control, press ⬅ or ➡ on the **directional buttons** to move your controller icon under the desired team. Next, you can adjust the difficulty level by pressing ⬆ or ⬇ on the **directional buttons** to Rookie, Veteran or All-Star skill settings. Press the **L1 button** to bring up the Game Options Screen. Press the **R1 button** to bring up the Lineup Screen. Press the ⊗ **button** to move forward directly to Exhibition play.



Press the ■ button to access the Game Controls Screen. This screen allows you to select individual players/positions for control by either human players or the CPU.

NEW SEASON

Select a team and guide it from the chill of April to the thrills of October.

Schedule Type

By default, a typical new season consists of a full 162 game season, some against opponents in your league, others. However, you can elect to play a shorter season by toggling to one of the optional schedules.

THE SEASON MAIN MENU

Once you select a New or Continued season, you'll come to the season menu, where you have several options.

Play Next Game

Enter game play at the next game scheduled.

Schedule

View your schedule and simulate games. To advance or return through your schedule calendar,

- Press ⬅ or ➡ on the **directional buttons** to cycle by days.
- Press **L2** or **R2** **buttons** to cycle by weeks.

Simulating Games

Let the computer simulate any or all season games. Press ⬆ or ⬇ on the **directional buttons** to highlight a particular contest, and press the ⊗ **button** to have the computer instantly simulate the outcome of all the games above the selected one. Press the ▣ **button** to view box scores of simulated games.

Standings

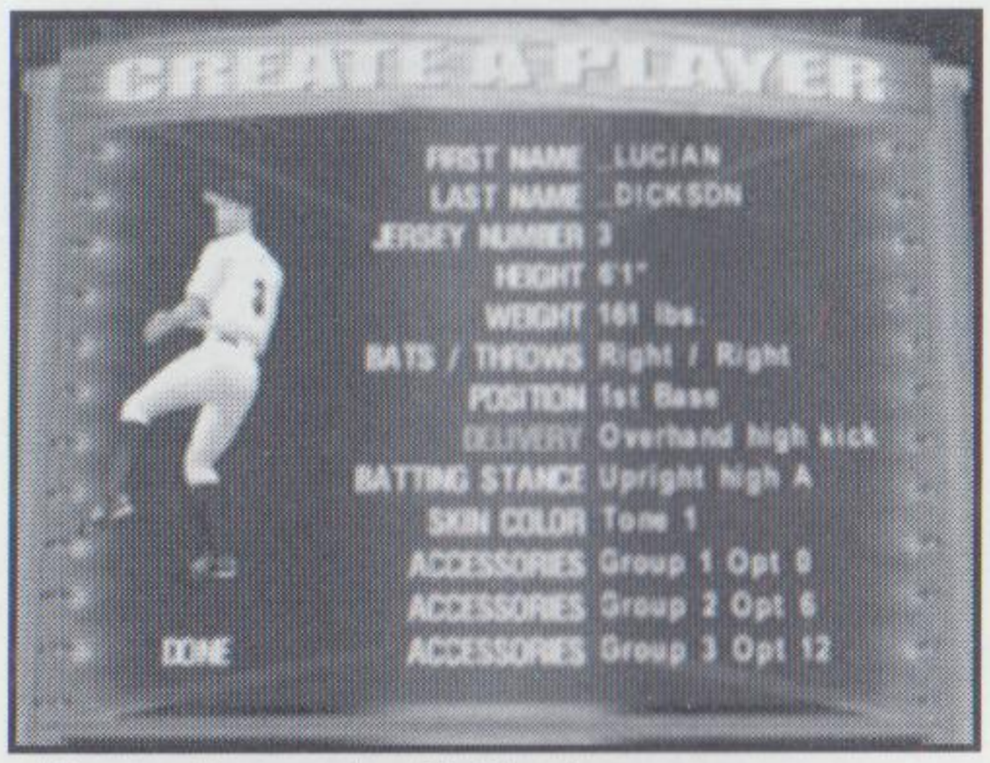
View current standings in every division. Press ⬅ or ➡ **directional buttons** to toggle divisions and leagues. When a team is highlighted, press the ⊗ **button** to view the team statistics screen.

Team Management

Access the team management system to create players, set your lineup, set your pitching rotation, trade players and manage free agency. For details on each of these, see the related sections below.

CREATE A PLAYER

Create A Player lets you build your own custom ball player and save him to the free agent pool. Once he is brought in to a team via free agency, he will be available in any game mode. You can customize a host of personal qualities and player attributes.



Note that a pitcher has specialized attributes, while other players' attributes are more general and cover a fuller range of baseball skills.

Create A Player Controls

Press ⬆ or ⬇ **directional buttons** to highlight an option, then press the ⊗ **button** to activate it. Then press ⬆ or ⬇ **directional buttons** to cycle through the available settings. When satisfied, press the ⊗ **button** to confirm the setting, then continue making your choices as already stated. When you have completed a screen, highlight **done** and press the ⊗ **button**.

Entering Names

It's easy to give your player a first and last name. Highlight the name area you wish to enter and press the ⊗ **button**. Press ⬆ or ⬇ **directional buttons** to cycle through letters. Press ⬅ or ➡ **directional buttons** to move the cursor position. When the name on a line is complete, press the ⊗ **button**.

Setting Attribute Levels

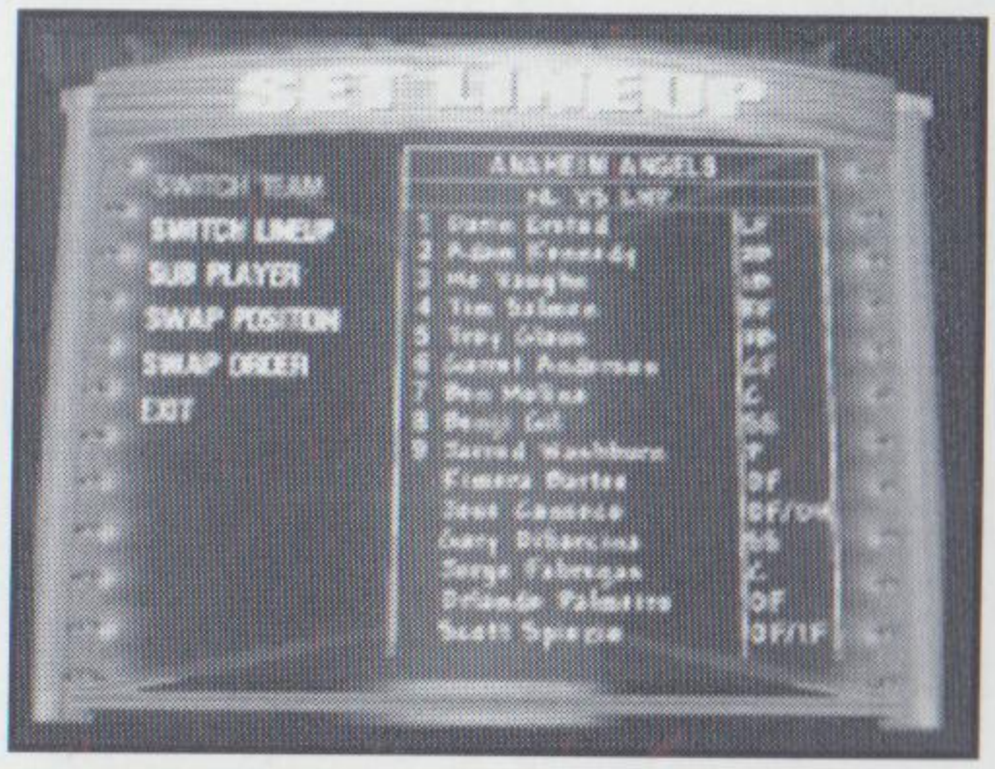
Each player's levels of various abilities are assigned a letter grade. Increasing the grade level subtracts points from the player's total attribute points, which appear at the top of the screen. Press ⬆ or ⬇ **directional buttons** to highlight an attribute and ⬅ or ➡ **directional buttons** to cycle through grade settings. Creating a balanced player is usually the goal, but you can enjoy experimenting with lopsided attributes. A created pitcher must have two pitches (the other two can be defaulted to none, in which case the points will be placed into the pool). To select pitch types, press ⬆ or ⬇ on the **directional buttons**.

When you have assigned attribute levels to your satisfaction, highlight **done** and press the ⊗ **button**. You will come to a screen which summarizes your creation. You can either **accept** to **save** the created player as a free agent or **cancel** to return to the previous screen.

Note: The CPU will project a created player's statistics for simulation purposes.

SET LINEUP

The set lineup screen is where you can set up a lineup and adjust it as the season continues. There are several adjustments that can be made. You will see the current active roster displayed in batting order, including the available bench players.



Switch Lineup

When this option is highlighted, pressing the ⊗ **button** will highlight the lineup type at the top of the roster (just below your team name). There are different lineups depending on whether your team is facing left handed pitching (LHP) or right handed pitching (RHP), and on whether or not the game is in a National League park (an American League pitcher such as Roger Clemens is required to bat in a NL park; in an AL park, a designated hitter (DH) bats in place of the pitcher). Press ⬅ or ➡ to toggle through the different lineups. Any changes made (below) will only effect the currently displayed lineup.

Sub Player

To substitute one player in place of another, highlight this option and press the ⊗ **button**. Next, press ⬆ or ⬇ on the **directional button** to highlight the player you wish to take out. Press the ⊗ **button** to initialize your choice. Then move the highlight to the bench player you wish to sub into the already marked player's slot. Press the ⊗ **button** to make the substitution. Note that the substitution effects only the current situational lineup (for example, NL Vs. LHP), and that once a player is subbed out during a game, he cannot return to the game.

Swap Position

If you wish to have players currently in the lineup swap positions (for example, have Jeter play LF and Justice at SS), highlight this option and press the ⊗ **button** to initialize your choice (press the ◎ **button** to cancel the selection). Then move the highlight to the player you wish to swap player assignments with. Press the ⊗ **button** to make the swap. Remember that players at unfamiliar positions are prone to errors.

Swap Order

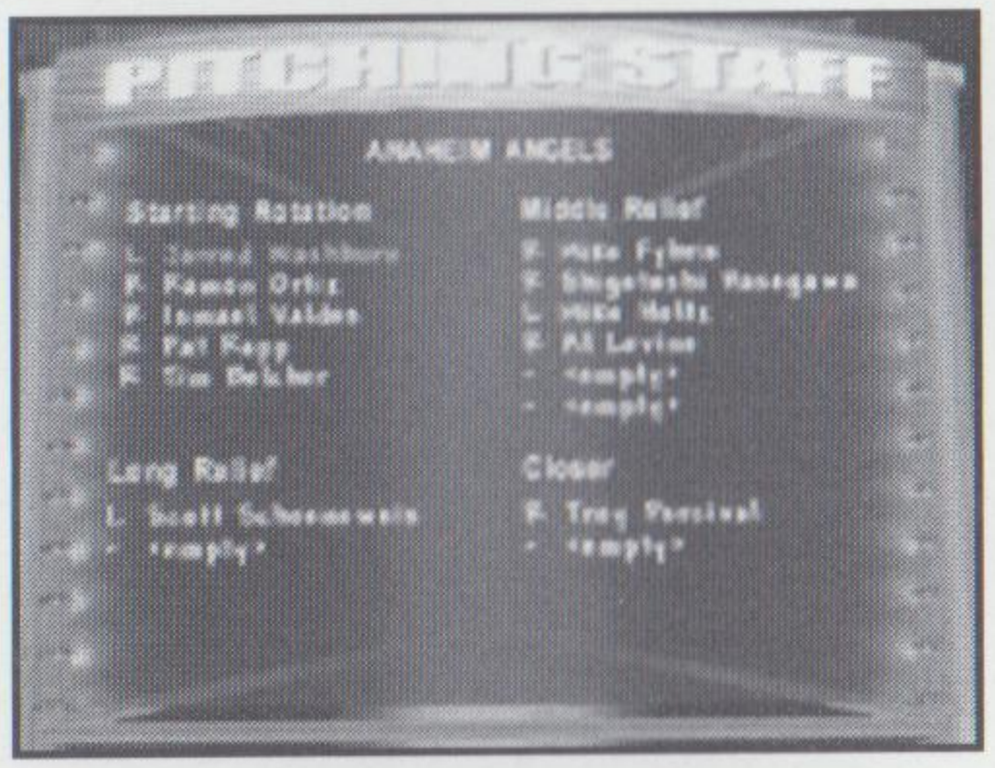
To swap where players appear in the batting order, follow the same general controls as for subbing players or swapping positions.

Exit

Exit the Set Lineup menu and return to the pre-game menu.

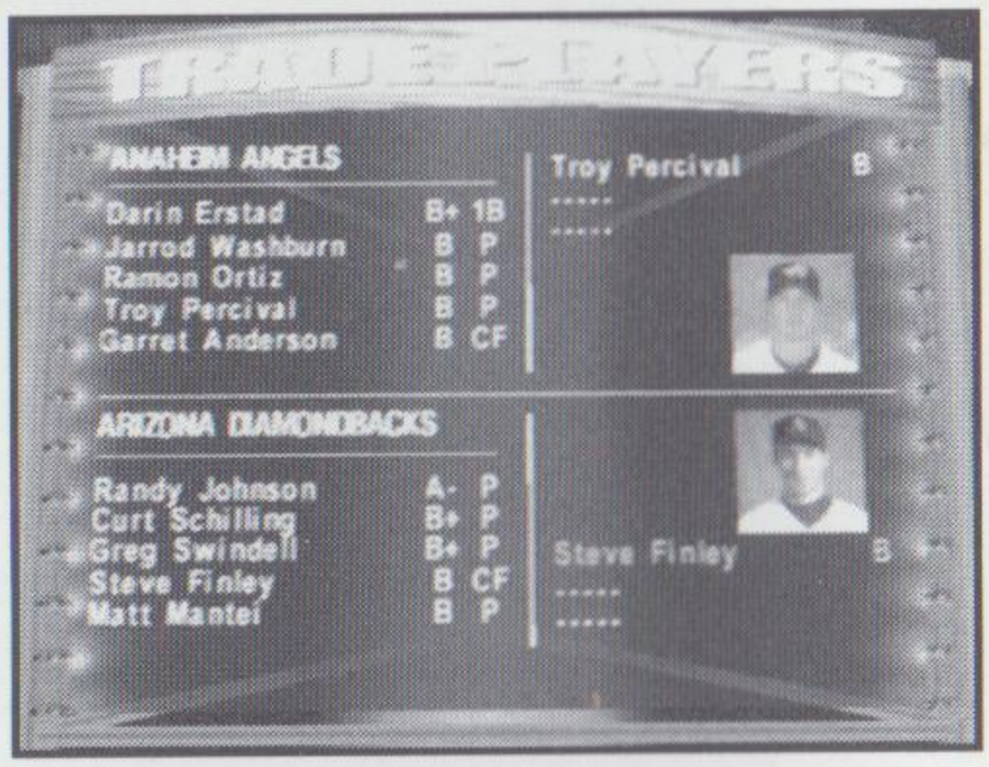
Note: During Season play, the CPU may alter the pre-set lineups to give players rest days.

SET PITCHING STAFF



One of the most critical decisions you face as a manager is setting your pitching rotation. Once you select this option, you will see a pitching rotation, broken into your starting rotation, middle relief, long relief and closers. Starting pitchers are listed in appearance order, so the first player would open game one, while the fifth would start game five. Press the ⊗ **button** to select a pitcher to move in the rotation. Move the highlight to the player you wish to change places with and press the ⊗ **button** to make the switch. Press the ◎ **button** to back out to the previous menu.

TRADE PLAYERS



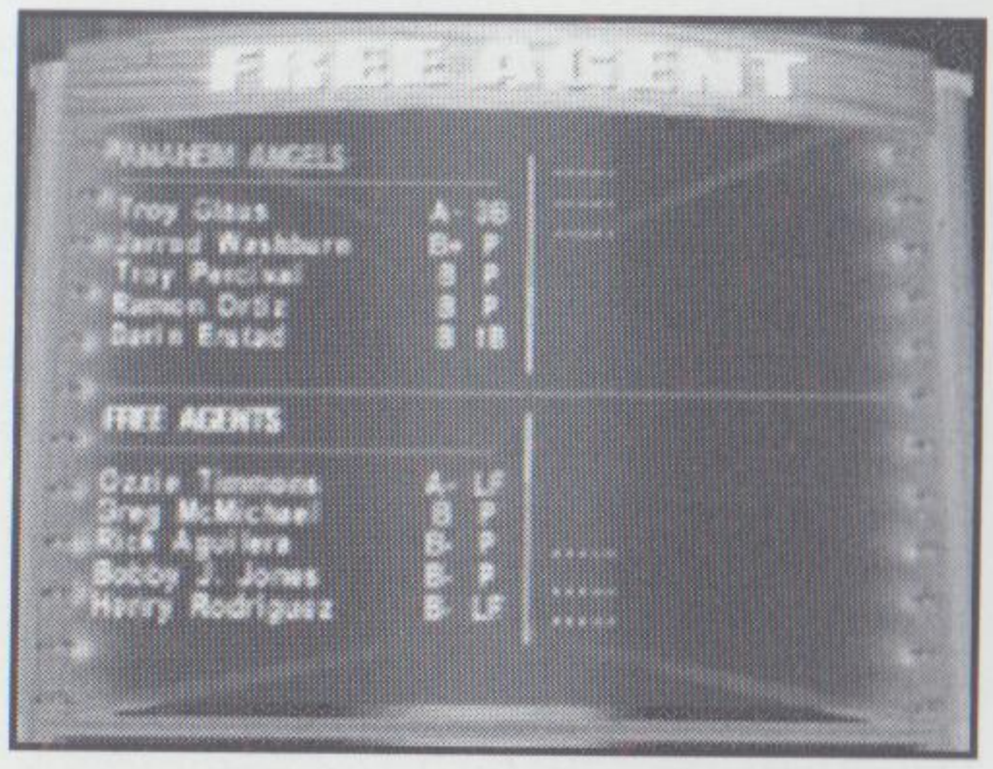
Trading players is another important aspect of successful team management. Each team must have the required number and type of roster players depending on their league. Any trade that would violate this rule will be disallowed. Traded players at the same position(s) will trade places straight up. Otherwise, the next player in the same position assumes the departed player's role.

Making a Trade

Press ⬇ **directional button** to move the team highlight then ⬅ or ➡ **directional button** to cycle through the teams to the one who currently has the player you wish to trade for. To make a trade, press the ⊗ **button** on the currently highlighted team. Press ⬆ or ⬇ **directional button** to highlight the player you wish to trade for and press the ⊗ **button**. Press the ⬇ **directional button** and the ⊗ **button** to select another player (multiple trades are possible: up to three players can appear there at once). Next, press the ▣ **button** to make the trade. Press the ◎ **button** to back out (cancel) at any time. Note that a truly boneheaded trade will not be allowed bt the computer.

FREE AGENTS

Rather than trade for players, you may wish to sign from the Free Agent Pool. All free agents are ranked by letter grade. Created players first appear in the free agent pool. You can also consign players you no longer want on your club to free agency, but be aware that players in the free agent pool are available to any team. Controls are similar to those for Trade Players.



CONTINUE SEASON

If you have saved a season to your **memory card (8MB) (for PlayStation2)**, select Load Season to resume play where you left off.

NEW SERIES

If you hunger for the tension of series play and can't wait a whole Season to get there, try Series mode for some instant October excitement. This mode takes you right into a best-of-seven series with the two teams of your choice.

YOU CAN ELECT TO:

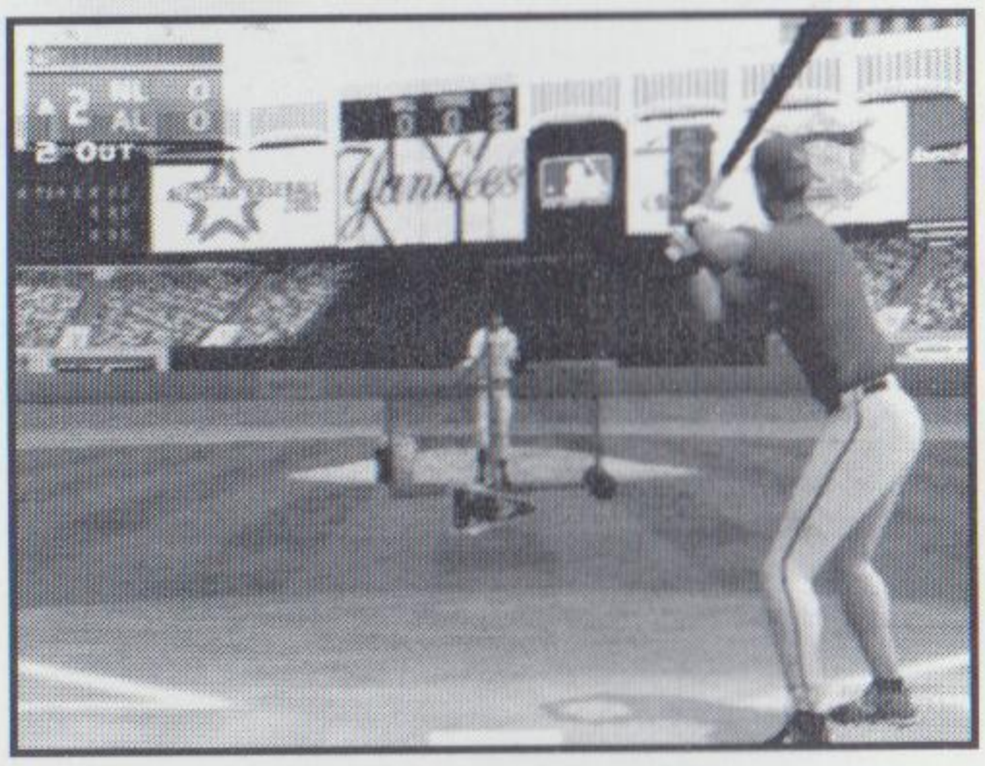
Play Next Game	Go right to the next scheduled series game.
Series Summary	View the current series progress.
Series Team Statistics	View the current team stats for the series.
Save Series	Save your current series progress to a **memory card (8MB) (for PlayStation2)**.
Continue Series	Resume your previously saved Series.

ALL-STAR GAME

This mid-season classic is a one game test between the best players in the American and National leagues. Players are selected by the computer. Rosters are based on the actual 2000 All-Star Team rosters. 25 of the 30 All-Stars will be available for game play. You can edit the lineup before the game, but you cannot alter the All-Star rosters. The computer will use All-Star Game logic for replacing players during the game.

HOME RUN DERBY™

Another high point of the midseason is the Home Run Derby™, where the best swatters come to prove their slugging skills against their rivals. Only a homer counts as a hit—anything less is an out! Who will walk away with the title? The longest dinger? Step up and find out!



Style

You can choose to play an Innings contest (five innings), or choose a Modern style mode that goes until one team reaches five, ten, 15 or 20 swings.

Stadium

Choose any ball park.

The computer initially selects Derby contestants, and you can alter the rosters to your liking. To do so, highlight a player and press the ⊗ **button**. You will go to a roster of players ranked. Press ⬅ or ➡ **directional buttons** to cycle through teams. Press the ■ **button** to delete a player from the Home Run Derby lineup. This slot can then be left blank or can be filled by another player.

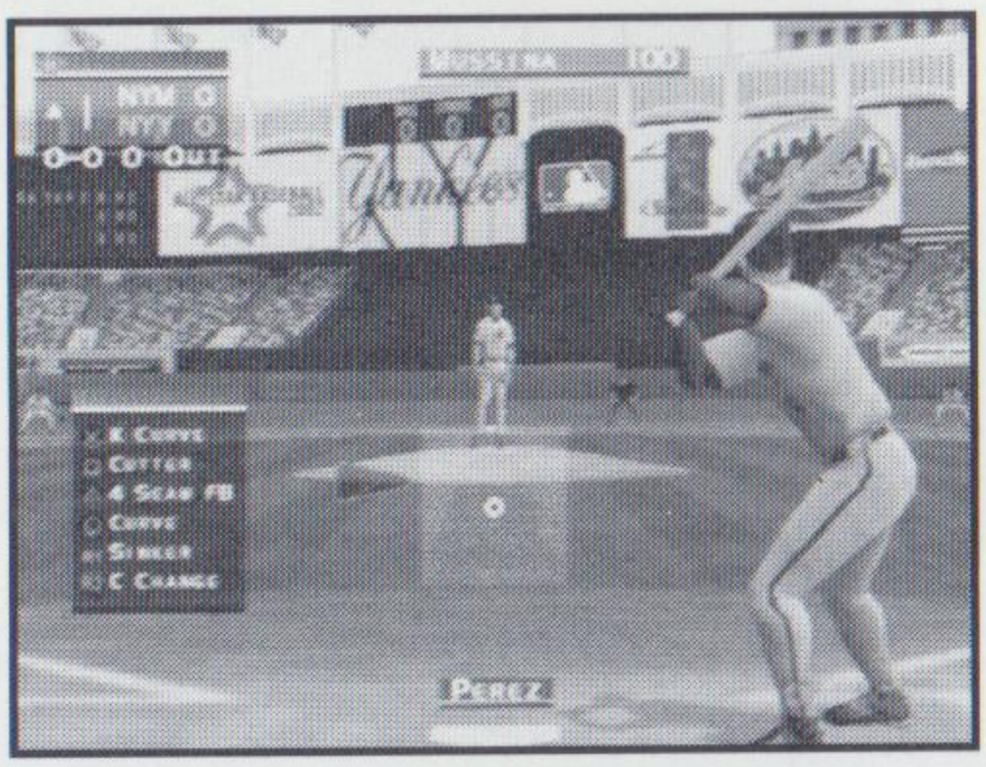
Note: In Home Run Derby, using the contact swing will let you aim the batter's swing. Using the power icon will cause you to hit the ball much further, but not with the same consistency as the contact swing.

BATTING PRACTICE

It takes a lot of skill to get to the big leagues, but it takes much more to stay there: hard work. Batting practice is essential to maintain your timing and to master a variety of pitches to all parts of the plate.

Pitch Options

Highlight a pitch option and press the ⊗ **BUTTON**.



Pitch Type — In batting practice mode, you can elect to bat against a variety of pitches (Random), or to practice batting against a specific pitch.

Location — Choose where the pitch is thrown.

Pitcher Throws — Pitch against left- or right-handed pitching.

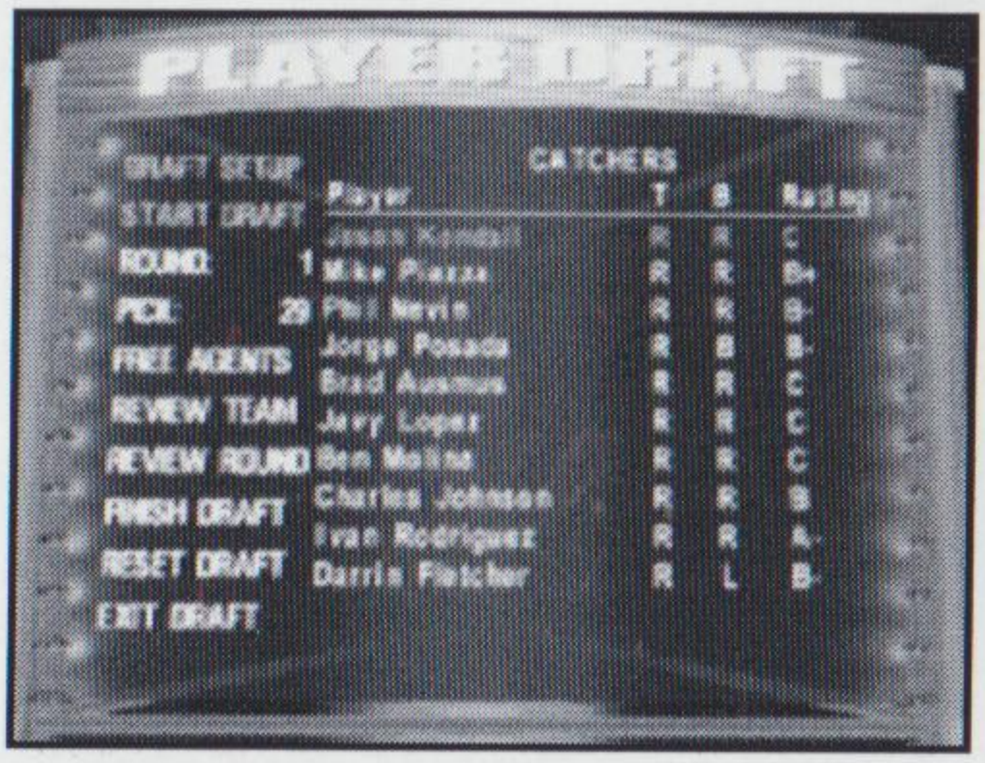
To change batters, highlight the current batter and press the ⊗ **button**. You will go to a roster of players ranked by power and contact ratings. Press ⬅ or ➡ **directional button** and select a different team and the ⬆ or ⬇ **directional button** to select a player.

TEAM MANAGEMENT

Managing your team takes patience and skill. There are lots of performance indicators to watch, as well as your own experience and instincts. You'll need to rely on all of them as you trade and draft players, manage lineups and rosters and create your own custom players. The way to the championship ring is full of pitfalls for the unwary and rewards for the wily, so take time to master your team management skills if you plan to wear the big ring!

PLAYER DRAFT

How'd you like to create a dream team of all your favorite players from any team? The player draft places all the current players into a draft pool, where they become available to any team.



The first step is the draft set up.

Draft Order — You can select to draft in random order or by MLB™ rules.

Your Team — Draft for any team you choose, or choose None.

Next, it's time to start the draft. The computer can automatically distribute players to each team based on your selected draft order formula. You can cycle through the draft results by pressing ⬅ or ➡.

Note: If you do not fill all of the primary positions, the CPU will automatically choose the best available candidate for that slot. Teams must carry 11 pitchers. All undrafted players are considered "free agents" and are available for draft purposes.

Choosing Players to Draft — Move the cursor to Free Agents and press the ⊗ **button**. A list of all MLB™ players will appear by position. Select the position player you want and press the ⊗ **button**. That player will be drafted to your team and appear on your team roster. The computer will pick for the other teams. Continue to draft players until you have completed the draft by filling your roster.

Round Number — The current draft round.

Pick Number — The current pick order your team has in the current round.

Free Agents — View available free agents.

Review Team — Review your selected team's current draft roster.

Review Round — Review all players drafted in the past round by each team.

Finish Draft — Have the computer complete the draft.

Reset Draft — Reset all rosters to pre-draft status.

Exit Draft — Return to Team Management menu.

The remaining Team Management options are explained under Season setup. Note that settings made in Season mode only effect season play.

Set Lineup See page 19.

Set Pitching Staff See page 20.

Trade Players See page 20.

Free Agents See page 21.

Save your team settings to a **memory card (8MB) (for PlayStation2)**.

HINTS & TIPS

- Make good use of the batting target. Angle the target ⬇ to hit a ground ball, and tilt it ⬆ for a ball in the air. Remember that the wide part of the triangle represents the sweet spot of the bat. Line them up right and you'll be crushing the ball!

- On the Controller Select screen, you can switch team uniforms by pressing **L1** or **R1** + ⬆ or ⬇ on the **directional buttons**.

- Use Future Throws to make quick, seamless plays. The future throw buttons must be pressed before a batted ball is fielded. Future throws can also be used to field bunts, turn double plays, make relay throws, and play balls hit off of the outfield wall.

- Defensive positioning can prevent runs if you use it wisely. Even with the Defensive Position option turned on, the user can still override the CPU decisions.

- Guessing the pitch type will affect the size of the contact icon. Guessing the pitch location will affect the size of the sweet spot.

- A hitter's batting target will be affected by the opposing pitcher's handedness. For some hitters, the difference will be extreme, while other hitters will have no difference at all. Some bench players may be more effective against certain pitchers than the regular starter.

- Drag bunts can be an effective way to get runners on base. Sacrifice bunts should be used to advance a runner to the next base, sacrificing the out for the extra base. Use this strategy if a particularly weak hitter is at the plate.

- Use Easy Batting if you prefer not to use a batting target.

- When manipulating a team's pitching staff in the Set Pitching Staff screen, starters may be used as reliefers and vice versa though the results may vary.

- Raising and lowering a Created Player's attributes will affect the stat lines that are generated.

- When drafting a team, utility infielders (UT) are good late round selections because of their versatility. They can play any infield or outfield position without penalty. Corner infielders (CI) can play first base or third base, middle infielders (MI) play shortstop or second base, and infielders (IF) can play all four infield positions.

- Check the Free Agent List to see if any of those players can help out your team. Keep in mind that you must drop a player in order to pick one up.

NOTES

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• Suomi — 0600 411 911

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